INDEX

A	develop collection strategy, 3-11
analysis and control element (ACE), 3-17, 3-20, 3-23,	develop SOR sets, 3-16
4-7, 5-3	evaluate resources, 3-10
asset evaluation worksheet, 3-11, Figures 3-3 and 4-14	example, 3-9
asset management (AM)	prioritize SORs for collection assets, 3-16
definition, 1-2	collection requirements management (CRM), 1-4
shared systems, 1-4	Central Intelligence Agency (CIA), 5-2
TTP, 1-4	Character-Oriented Message Catalog (COMCAT),
asset manager responsibilities, 1-3	3-17
В	collection and processing assets, Appendix C
battle damage assessment (BDA), 2-3, 5-4	Collection Coordination Center (CCC), 5-1
Battlefield Operating System (BOS), 2-2, 3-14, 4-1	collection emphasis message, Figure 3-5
synchronization matrix, Figure 4-25	collection management and dissemination (CM&D), 3-29, 4-11, 5-1
C application assets 2.2.2.4.4.22 Amondia C	collection strategies, 2-2, 3-12
collection assets, 2-3, 3-4, 4-22, Appendix C collection manager	combined operations, 5-2
5	corps , 5-3
definition, 1-1	D
responsibilities, 2-4, 3-4 role, 2-6	decision support template, 2-2
collection management	develop collection plan, Figure 3-1
applications, 4-1	develop requirements, Figure 3-1
at battalion, 5-6	analyze requirements, 3-4
at corps, 5-3	definition, 3-1
at division, 5-4	develop SIR sets, 3-7
at divisional maneuver brigade, 5-5	example, 3-1
at EAC, 5-3	participate in staff wargaming, 3-3
functions and process, 1-4, 2-1, 3-1, Figure 3-1	dissemination systems, C-12
how to do it, 3-1	disseminate, Figure 3-1
joint operations, 5-1	arrange direct dissemination, 3-21
purpose, 2-1	data base handling, 3-23
relationships, Figure 1-1	definition, 3-20
steps, 1-4	determine how much to disseminate, 3-22
sub-functions, 1-2	determine perishability, 3-21
support to commanders, 2-1	disseminate, 3-23
COA	examples, 3-20
develop, 2-1	identify media for dissemination, 3-22
analyze, 2-1	E
decide, 2-2	echelons above corps, 5-3
execute, 2-3	evaluate reporting, Figure 3-1
collection operations management (COM), 1-4	definition, 3-24
collection plan, Figures 4-16, 4-19, 4-29	correlate reports to requirements, 3-25
definition, 3-9	example, 3-24

FM 34-2

monitor and maintain synchronization, 3-25	S
provide feedback to collectors and exploiters, 3-26	scenarios, 4-1, 4-19
screen reports, 3-26	specific information requirements (SIRs), 1-3, 3-7
event template, 2-1, Figure 4-28	specific orders and requests (SORs), 2-5,
exploitation management (EM), 1-3, 3-11	statement of intelligence interest (SII), 3-18
exploitation requirement (ER), 3-17, Figure 4-30	synchronization tools, 2-2, 2-8, 4-1
Н	BOS synchronization matrix, 2-2, Figure 4-4
handover lines, 2-4	collection plan 2-2
I	decision support template, 2-2
IEW collection systems, C-1 through C-8	event matrix, 2-2
IEW dissemination systems, C-12	event template 2-2
IEW processor systems, C-9 through C-11	handover lines, 2-4
information requirements register, 3-4, Figure 3-2	T
intelligence synchronization matrix (ISM), 2-2,	tactics, techniques, and procedures, 1-4, 1-5
Figures 3-4, 4-15, and 4-27	targeting
Intelligence System of Systems (ISOS), 1-1	conference, 2-3
interagency operations, 5-2	process, 2-2, 2-3
J	team responsibilities, 2-3
joint operations, 5-1	task or request collection, Figure 3-1
COM, 1-4	definition, 3-17
CRM, 1-4	collect and exploit, 3-20
Joint Reconnaissance Center (JRC), 5-1	determine tasking or request mechanism, 3-17
M	example, 3-17
mission analysis, 2-1	execute and implement, 3-18
mission management (MM), 1-3	formats, Appendix B
multiple asset tasking message (MATM), 3-17	U
COMINT tasking, Figure 4-11	update collection planning, Figure 3-1
IMINT tasking, Figure 4-10	add new requirements, 3-29
P	cue assets to collection opportunities, 3-28
priority intelligence requirements (PIR) 1-3, 2-1, 3-1	definition, 3-27
processing systems, C-9	eliminate satisfied requirements, 3-28
R	example, 3-27
reconnaissance and surveillance (R&S)	maintain synchronization, 3-29
overlay, 3-1, 5-5, Figure 4-32,	redirect assets to unsatisfied requirements, 3-28
plan, 5-5, Figure 4-33,	W
request for intelligence example, 3-17, Figure 4-17	wargaming
requirements management (RM)	collection manager's role in, 3-4
definition of, 1-3	generates intelligence requirements, 3-3
dissemination, 1-4	wargaming tools
report evaluation, 1-4	decision support template, 2-2
requirements development, 1-4	develop and evaluate collection strategies, 2-2
requirements manager responsibilities, 1-3	event matrix, 2-2
- ·	event template, 2-2